burncycle

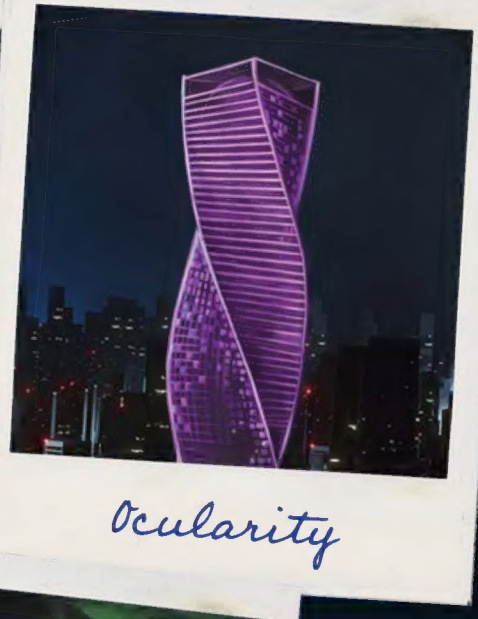
FLOORPLAN BOOK

V1.0

Bo Zeffries

Abeo

NeedChain



Ocularity

Ignacia Torres

Salida

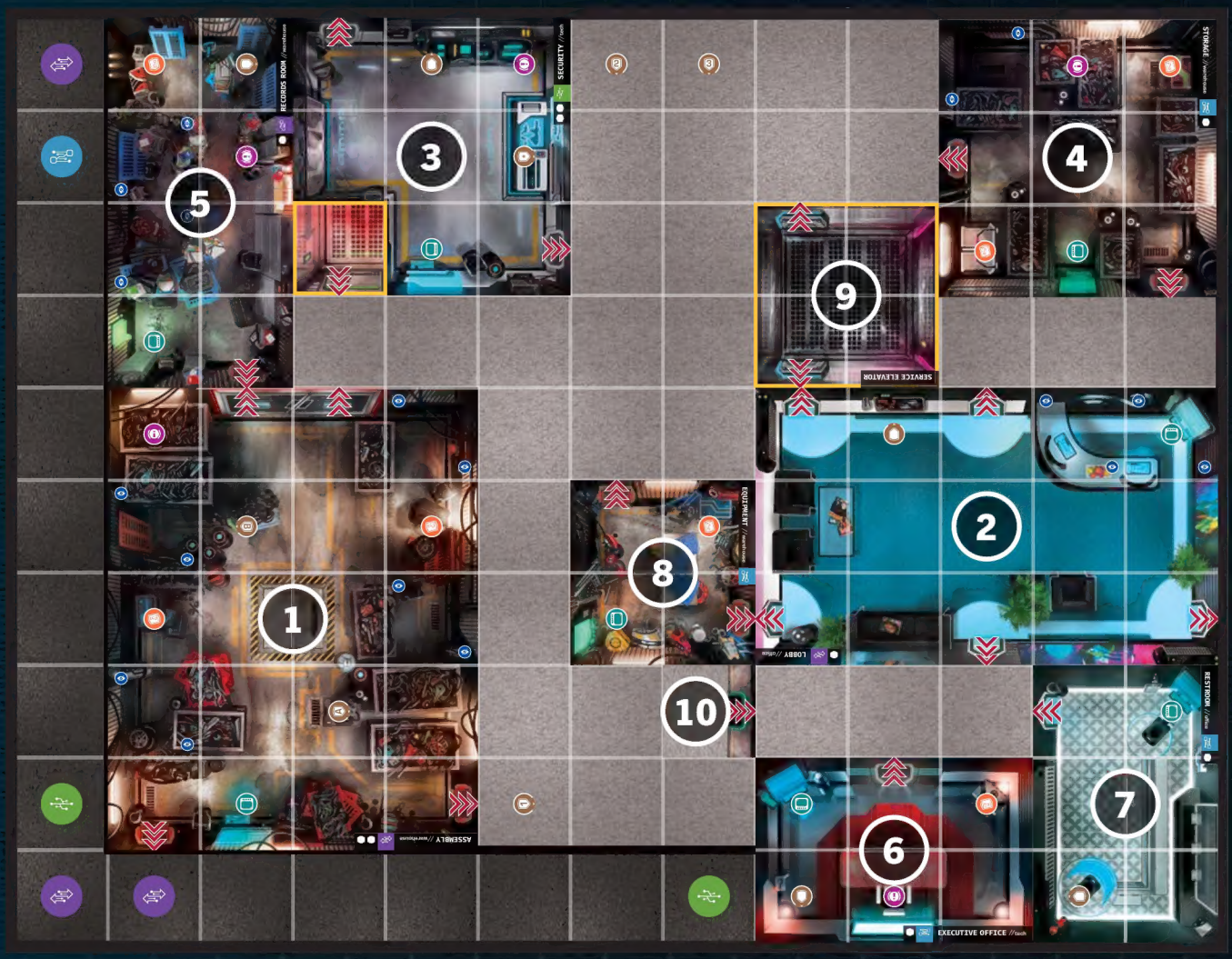
CHIPS x7 x6 **MANDATORY GUARDS** x1 **[SECURITY]**

ROOMS

1. ASSEMBLY
2. LOBBY
3. SECURITY
4. STORAGE
5. RESTROOM
6. UTILITY
7. EQUIPMENT
8. SERVICE ELEVATOR
9. ENTRANCE

NEEDCHAIN
SILICON MOUNTAIN

2



CHIPS x8 x7

MANDATORY GUARDS x1 [SECURITY]

ROOMS

1. ASSEMBLY*
2. LOBBY*
3. SECURITY*
4. STORAGE*
5. RECORDS ROOM
6. EXECUTIVE OFFICE
7. RESTROOM*
8. EQUIPMENT*
9. SERVICE ELEVATOR*
10. ENTRANCE*

*USED IN THE PREVIOUS FLOOR

CHIPS x8 x8 **MANDATORY GUARDS** x0

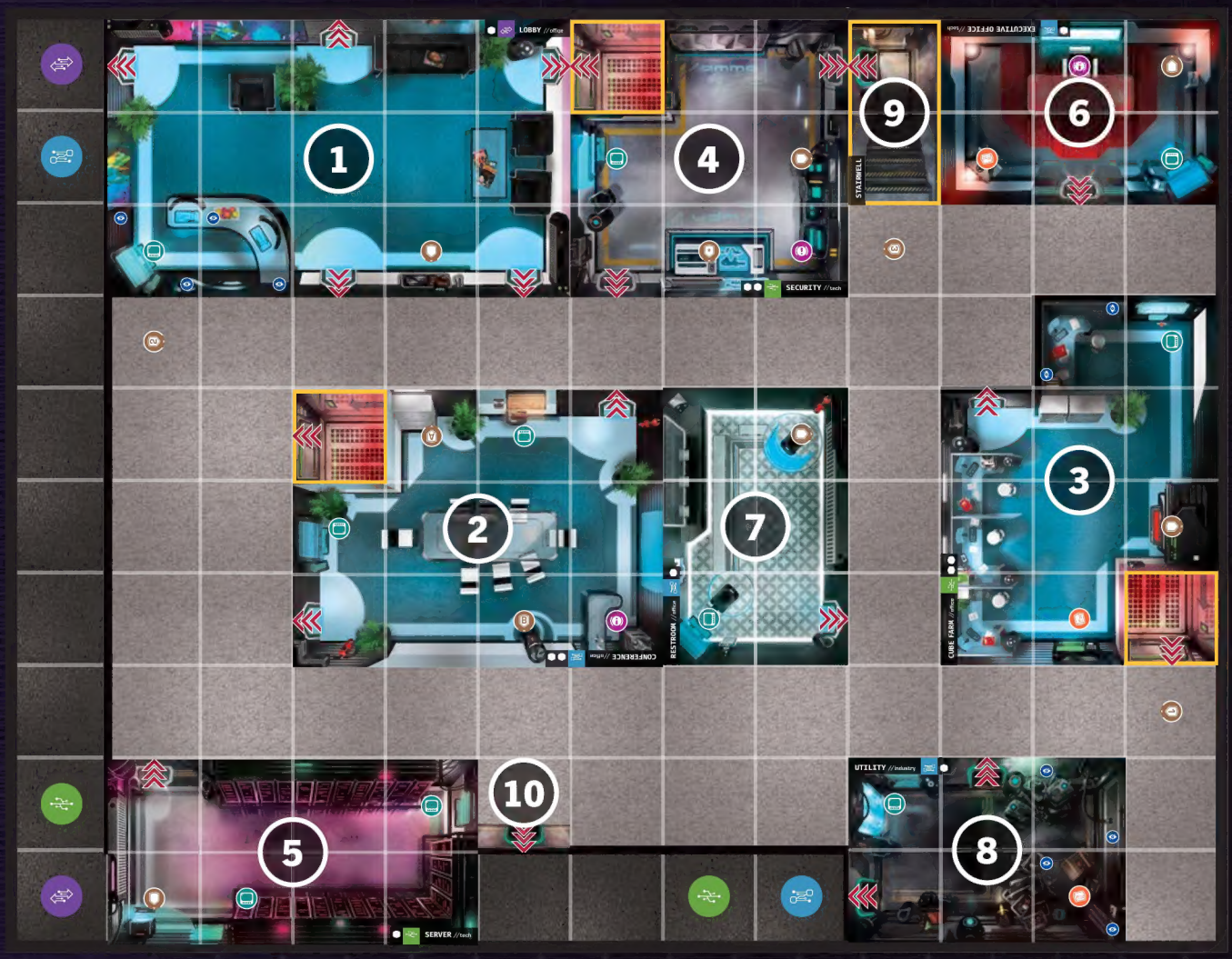
ROOMS

1. ASSEMBLY*
2. LOBBY*
3. CUBE FARM
4. STORAGE*
5. RECORDS ROOM*
6. EXECUTIVE OFFICE*
7. RESTROOM*
8. EQUIPMENT*
9. SERVICE ELEVATOR*
10. STAIRWELL
11. ENTRANCE*

*USED IN THE PREVIOUS FLOOR

OCULARITY
INDEPENDENT LAGOS

1

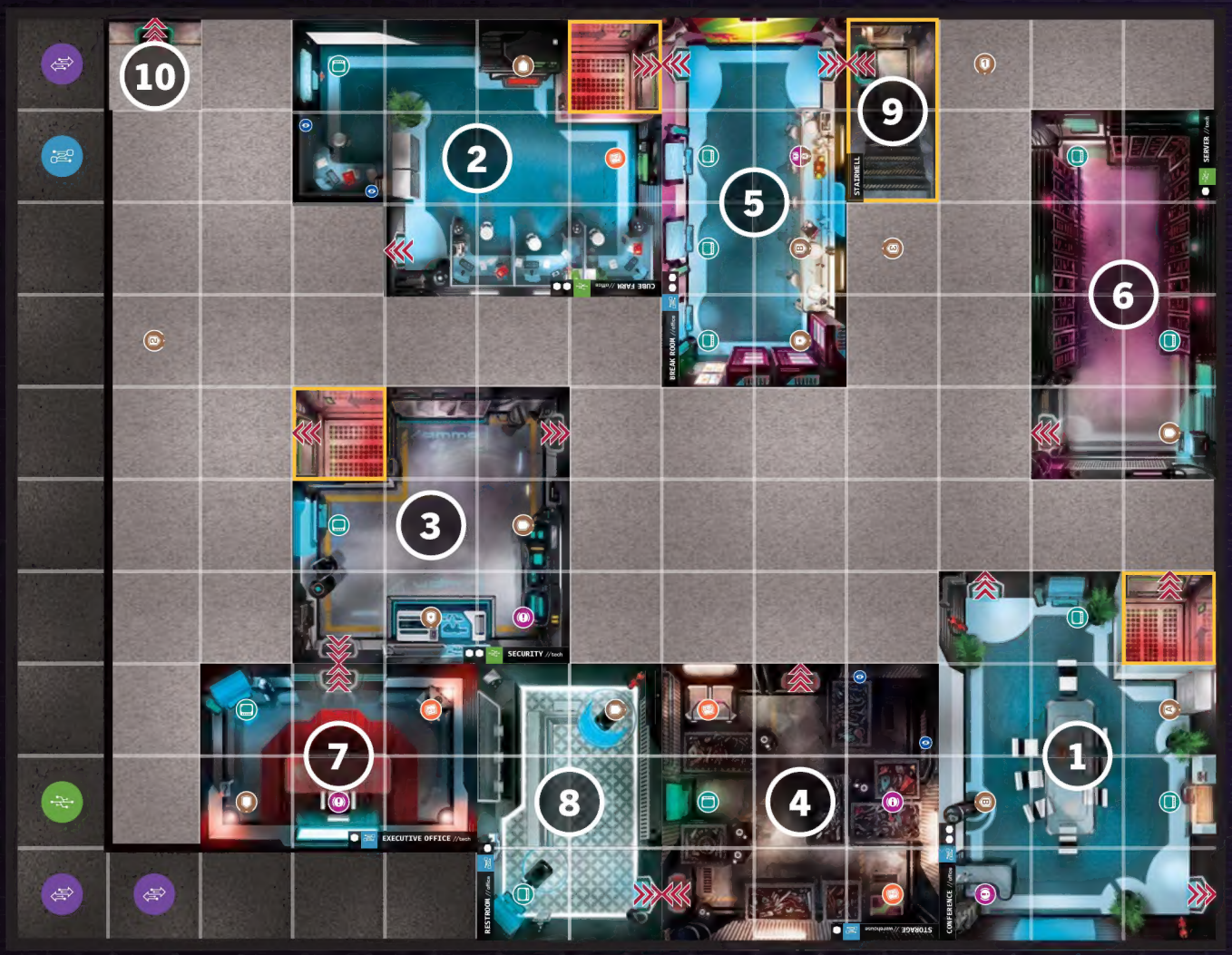


CHIPS x10 x3

MANDATORY GUARDS x1 [SECURITY]

ROOMS

1. LOBBY
2. CONFERENCE
3. CUBE FARM
4. SECURITY
5. SERVER
6. EXECUTIVE OFFICE
7. RESTROOM
8. UTILITY
9. STAIRWELL
10. ENTRANCE



CHIPS x12 x4

MANDATORY GUARDS x2 [SECURITY] [BREAK ROOM]

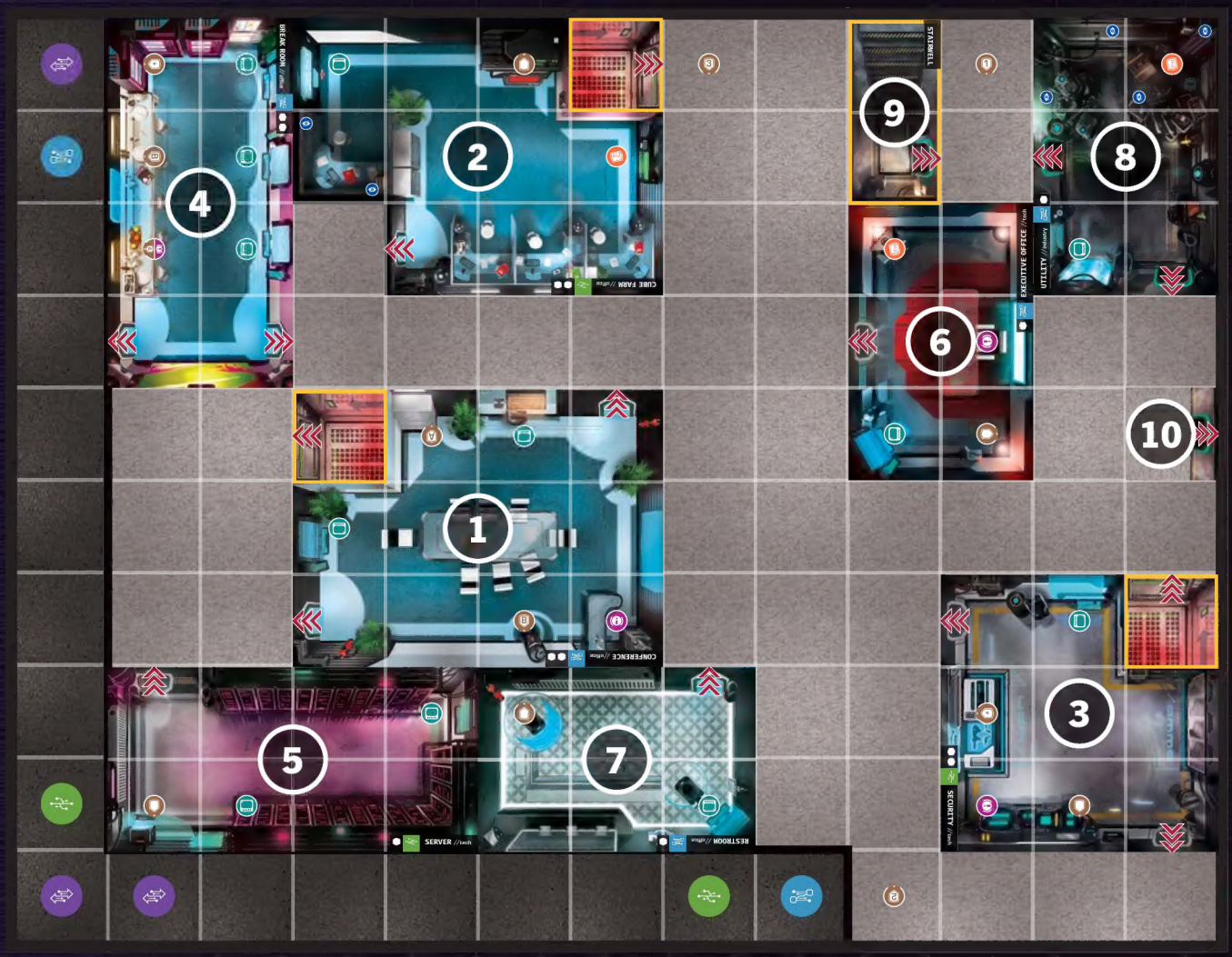
ROOMS

1. CONFERENCE*
2. CUBE FARM*
3. SECURITY*
4. STORAGE
5. BREAK ROOM
6. SERVER*
7. EXECUTIVE OFFICE*
8. RESTROOM*
9. STAIRWELL*
10. ENTRANCE*

*USED IN THE PREVIOUS FLOOR

OCULARITY
INDEPENDENT LAGOS

3



CHIPS x12 x3

MANDATORY GUARDS x2 [SECURITY] [BREAK ROOM]

ROOMS

1. CONFERENCE*
2. CUBE FARM*
3. SECURITY*
4. BREAK ROOM*
5. SERVER*
6. EXECUTIVE OFFICE*
7. RESTROOM*
8. UTILITY
9. STAIRWELL*
10. ENTRANCE*

*USED IN THE PREVIOUS FLOOR

CHIPS x6 x7

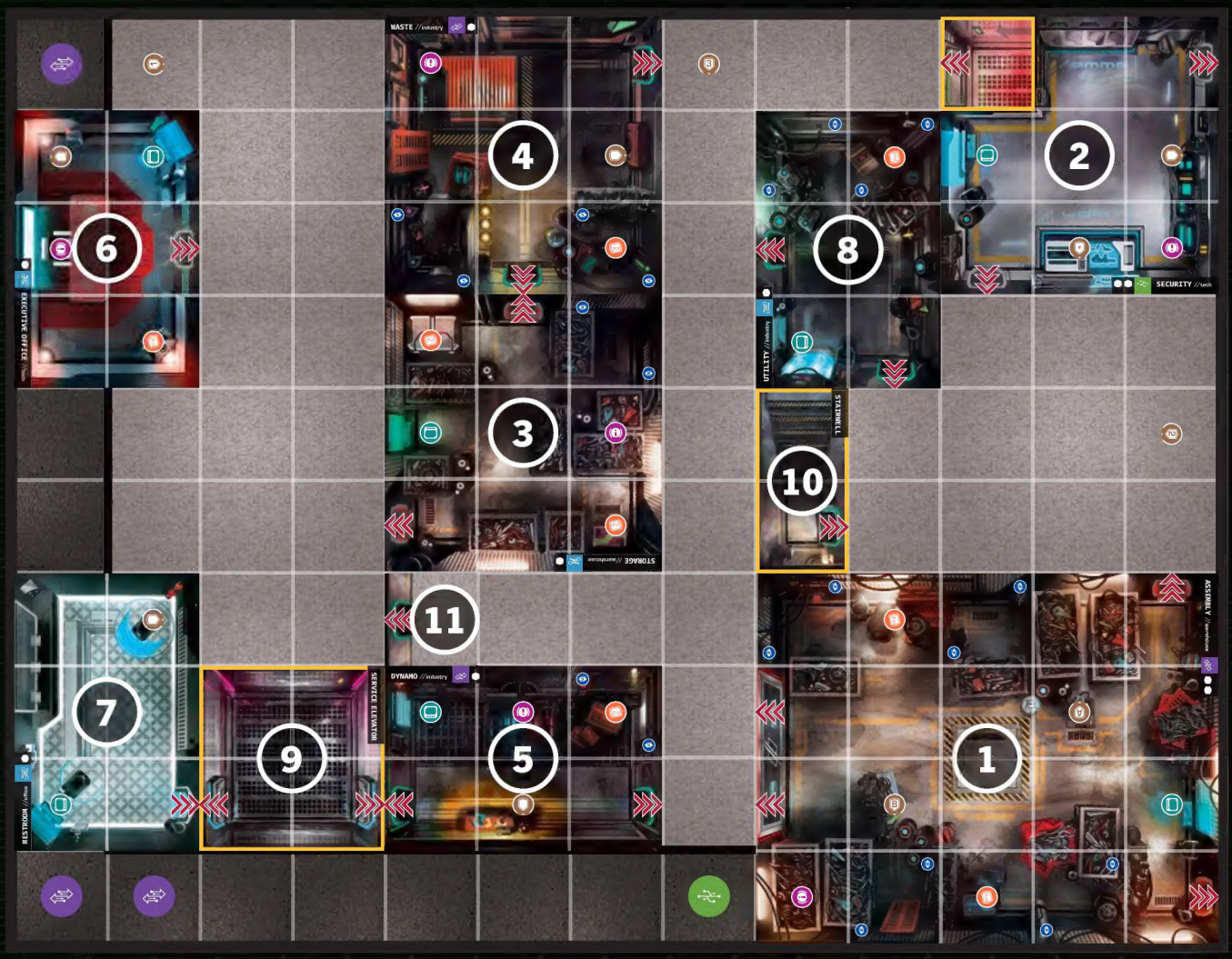
MANDATORY GUARDS x0

ROOMS

1. ASSEMBLY
2. LOBBY
3. MECHANICAL
4. WASTE
5. DYNAMO
6. RESTROOM
7. UTILITY
8. SERVICE ELEVATOR
9. STAIRWELL
10. ENTRANCE

SALIDA
BUENAS ENERGIAS

2



CHIPS x7 x8

MANDATORY GUARDS x1 [SECURITY]

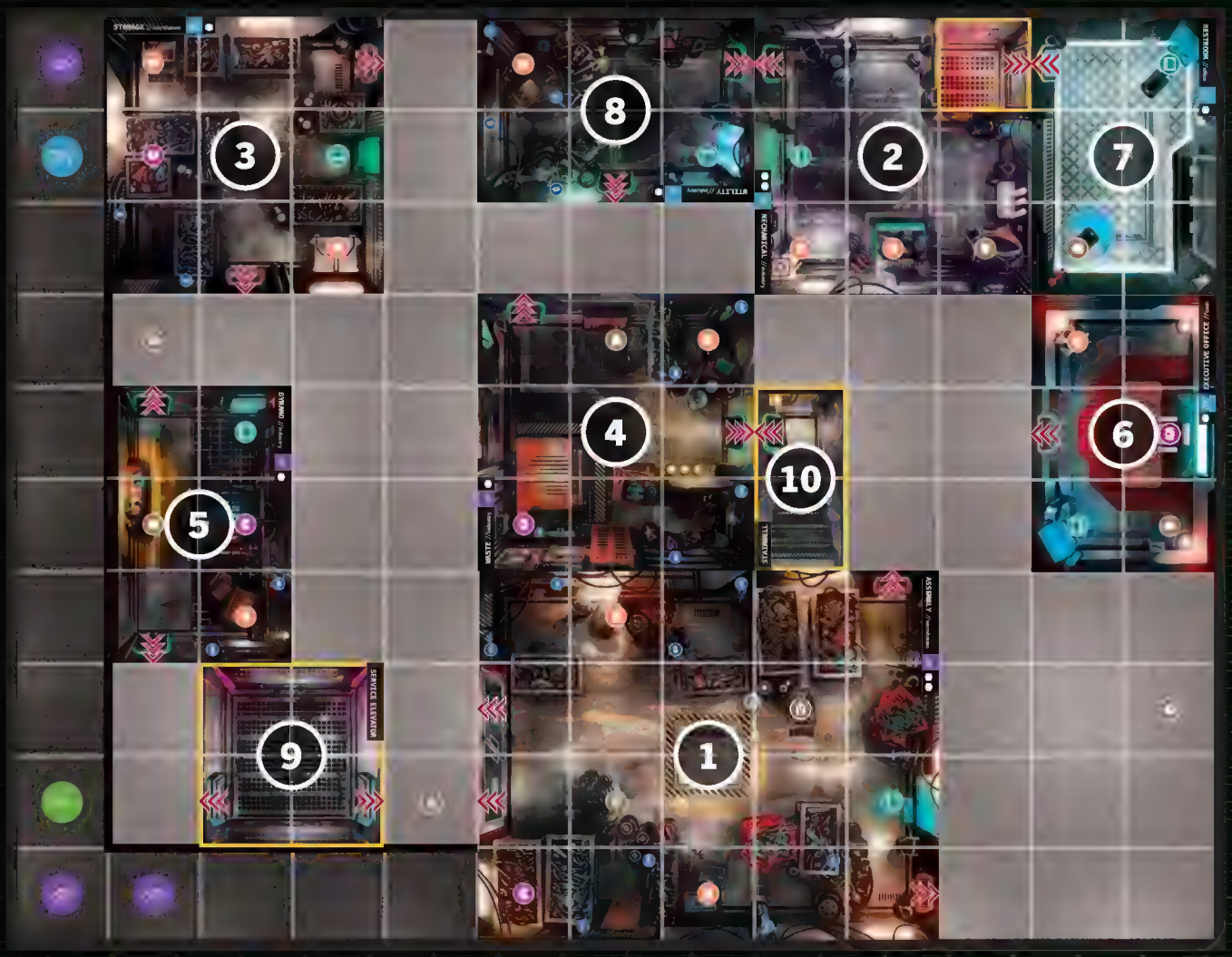
ROOMS

1. ASSEMBLY*
2. SECURITY
3. STORAGE
4. WASTE*
5. DYNAMO*
6. EXECUTIVE OFFICE
7. RESTROOM*
8. UTILITY*
9. SERVICE ELEVATOR*
10. STAIRWELL*
11. ENTRANCE*

*USED IN THE PREVIOUS FLOOR

SALIDA
BUENAS ENERGIAS

3



CHIPS x7 x10

MANDATORY GUARDS x0

ROOMS

1. ASSEMBLY*
2. MECHANICAL
3. STORAGE*
4. WASTE*
5. DYNAMO*
6. EXECUTIVE OFFICE*
7. RESTROOM*
8. UTILITY*
9. SERVICE ELEVATOR*
10. STAIRWELL*

*USED IN THE PREVIOUS FLOOR

BIODEFEND
NEW SINGAPORE

1

REQUIRES **BIODEFEND** EXPANSION

CHIPS x7 x4

MANDATORY GUARDS x1 [SECURITY]

ROOMS

1. LOBBY
2. SECURITY
3. STORAGE
4. CONTROL ROOM
5. SERVER
6. EXECUTIVE OFFICE
7. SERVICE ELEVATOR
8. STAIRWELL
9. ENTRANCE

REQUIRES **BIODEFEND** EXPANSION

BIODEFEND
NEW SINGAPORE

2

CHIPS x10 x8

MANDATORY GUARDS x0

ROOMS

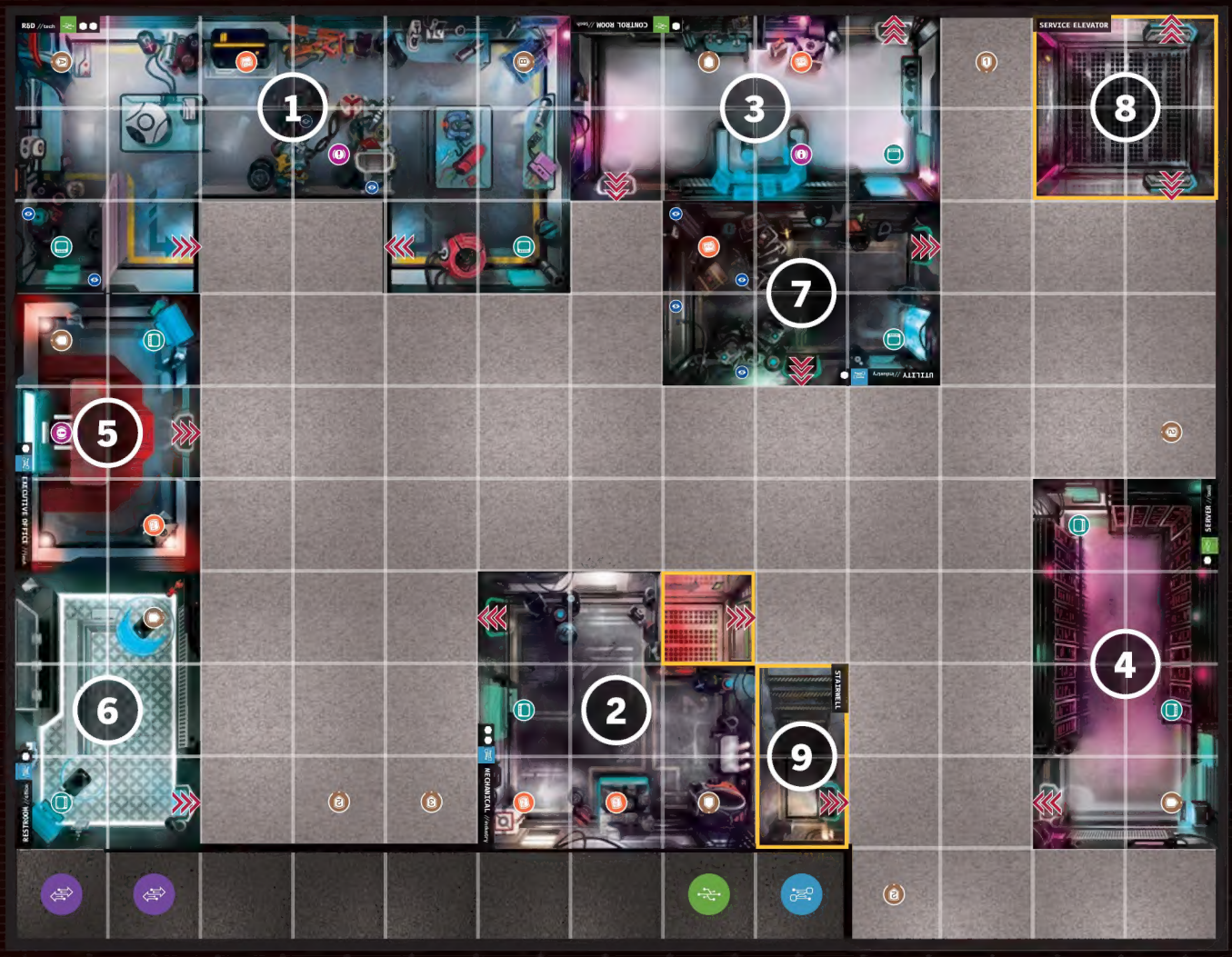
1. R&D
2. MECHANICAL
3. STORAGE*
4. CONTROL ROOM*
5. SERVER*
6. EXECUTIVE OFFICE*
7. RESTROOM
8. UTILITY
9. SERVICE ELEVATOR*
10. STAIRWELL*
11. ENTRANCE*

*USED IN THE PREVIOUS FLOOR

BIODEFEND
NEW SINGAPORE

3

REQUIRES **BIODEFEND** EXPANSION



CHIPS x9 x6

MANDATORY GUARDS x0

ROOMS

1. **R&D***
2. **MECHANICAL***
3. **CONTROL ROOM***
4. **SERVER***
5. **EXECUTIVE OFFICE***
6. **RESTROOM***
7. **UTILITY***
8. **SERVICE ELEVATOR***
9. **STAIRWELL***

*USED IN THE PREVIOUS FLOOR

Latipah Loong

BioDefend

Chip
Theory
Games